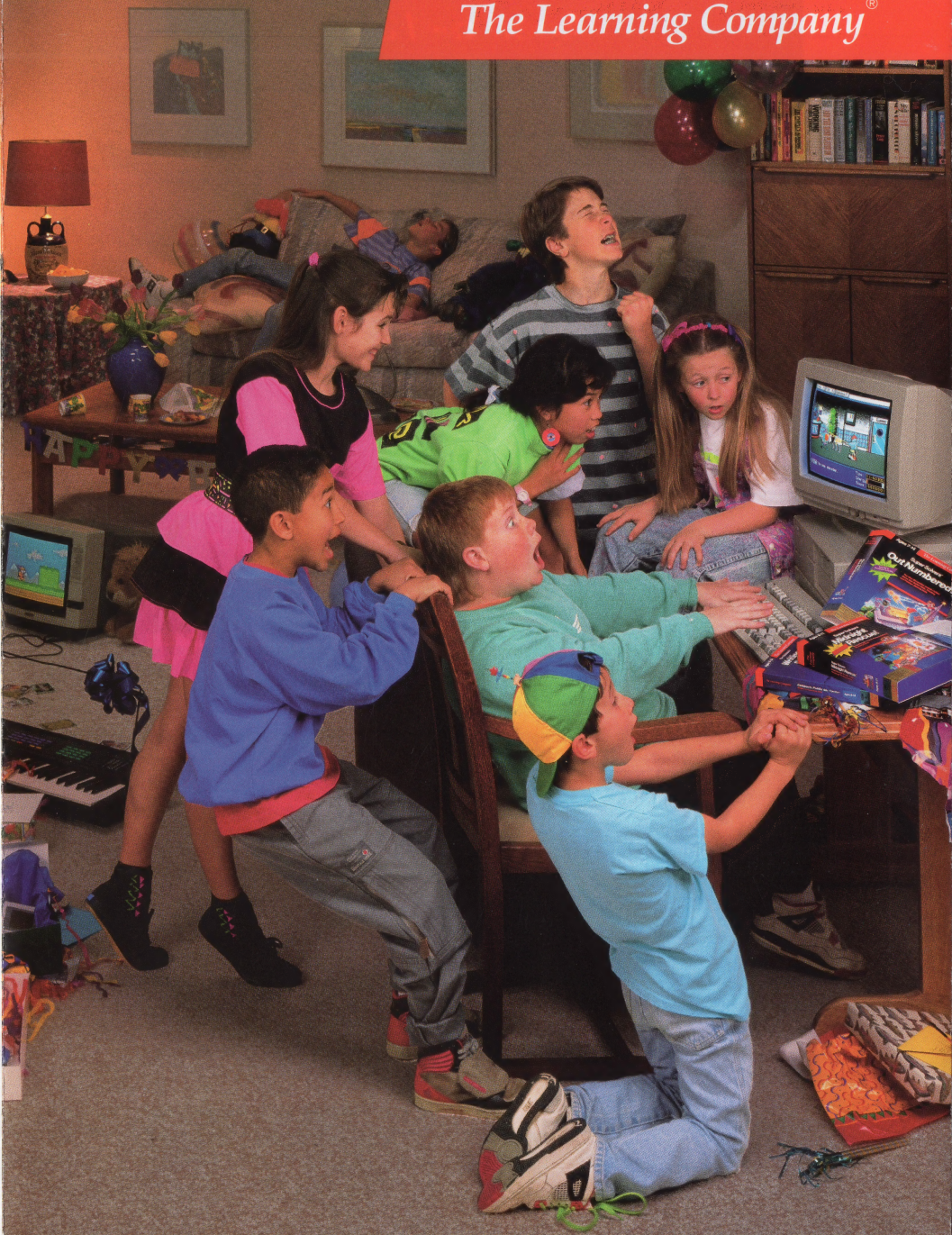
The Learning Company®



Software Catalog

Fall 1991

Five Tips on Selecting Software that Helps Young People Learn

Make an investment in your child's learning. Be certain that the software you buy passes this test:

1. Does it have **proven learning value?** The software should have been developed by a team of qualified learning experts using sound approaches.

2. Is it **fun?** Given the right environment, young people love to learn. Good software stimulates young people's natural curiosity and provides a rich, rewarding experience. It should also offer several levels of play to motivate continued use and provide options to customize content to individual learning needs.

3. Is it **easy to use?** You and your child should not have to spend time figuring out how to use the software. A simple set of commands and consistency from one product to the next should allow you to get straight to the fun.

4. Does it develop **thinking skills?** The right software will provide more than drill-and-practice work. It should also enhance your child's thinking and problem-solving abilities, paving the way to future learning success.

5. Is it part of a **family of products** that is **guaranteed?** Look for a line of products that covers all of your child's learning needs. Make sure the company stands behind its products and guarantees your satisfaction.

About The Learning Company

The Learning Company is dedicated to producing high-quality software products that enrich the education of young people ages three and up. The Learning Company is unique in its focus on building young people's underlying thinking skills, while reinforcing important areas of basic curriculum. Its single-minded focus on quality is reflected in the extensive pre-market testing conducted in homes and schools and in a rich line of award-winning products.

Entertainment and ease of use are premier qualities of The Learning Company's products. Intriguing characters, challenging situations, and rich game environments are the ingredients for captivating programs that young people can enjoy for hours. Multiple skill levels and easy-to-follow directions broaden the appeal of each program to a wide audience. With software from The Learning Company, you'll experience no frustrations or complicated procedures. And, your satisfaction is guaranteed.

Choose the award-winning series of programs from The Learning Company . . . rich, entertaining programs that build basic curriculum skills and **develop underlying thinking skills.**

Subjects	Ages 3 to 7	Ages 7 to 9	Ages 9 & Up
Pre-Reading/Thinking	Reader Rabbit		
Reading/Thinking	Reader Rabbit 2	Super Solvers Midnight Rescue!	
Math/Problem Solving	Math Rabbit	Super Solvers OutNumbered!	Operation Neptune
Reading/Math/Science	Super Solvers Treasure Mountain!		
Spelling		Super Solvers Spellbound!	
Thinking/Problem Solving		Think Quick!	Ancient Empires!
Writing/Publishing		The Writing & Publishing Center	
		The Writing Center *(Mac Only)*	

Ages 3–8
Build Early Reading and Math Skills

"Program of the Decade!"

Reader Rabbit® *(Ages 3-6)*

In this early journey of Reader Rabbit, the animated word factory helps children build early reading, spelling, and vocabulary skills. Whether sorting boxes, labeling pictures, or loading the word train, your child will be delighted by Reader Rabbit's entertaining antics! Four carefully sequenced games develop skills in word recognition, concentration, memory, and thinking. Lively colorful graphics and charming animation combine with early reading curriculum to create a playful learning experience.

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) $49.95
Special "Talking" version for Apple IIGS and Tandy 1000
(5.25"/3.5" disk available) $59.95
Special "Talking" version for Macintosh ***New! In color!*** $59.95
Apple II Series (5.25"/3.5" disk versions) $39.95

NEW!

Reader Rabbit® 2 *(Ages 5-8)*

The journey continues … as Reader Rabbit and his friends take a fantasy railroad trip through Wordville's crystal word mine, vowel pond, match patch, and alphabet dance. Discover a world filled with sights, sounds, and meanings of words. Specifically designed to test and motivate first- and second-grade children to read on their own, this program helps develop reading skills such as word building, vowel sounds, word concepts, and early dictionary skills. Enchanting graphics, animation, and sounds hold young readers' interest through four carefully sequenced games and levels of difficulty.

"An excellent way station on the Reader Rabbit trail! The clever combination of whimsy and word skills enchants and educates kids and grownups alike."
– Peter Scisco, father and Editor, Compute Magazine

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) $59.95

Math Rabbit®

Builds early math and problem-solving skills for ages 3-7.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box) $39.95
Special "Talking" version for Macintosh $59.95

Ages 5–12

Develop Core and Thinking Skills

Super Solvers

Treasure Mountain!™

(Ages 5-9)

The fantasy exploration game that enriches reading, thinking, math, and science skills

To win back the crown from the Master of Mischief Super Solvers must find treasures hidden along the trail and lock them safely away in the treasure chest at the top of the mountain. Mischievous elves will try to use tricks to outwit you along the way.

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) $49.95

Super Solvers

Spellbound!™

NEW!

(Ages 7-12)

Builds fundamental spelling and thinking skills

The Master of Mischief has challenged you to a spelling bee. Outspell him and reach the White House. This program features digitized speech and allows players or parents to create customized spelling lists.

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box).....$49.95

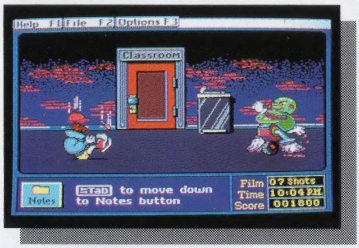
Super Solvers

Midnight Rescue!™

(Ages 7-10)

The arcade-action, deductive thinking, and reading game

The Master of Mischief and his five robots are trying to make the school disappear before your very eyes! Use your official club camera to find the facts and your best reading comprehension and deductive thinking skills to collect clues as you try to stop the Master of Mischief.



IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) $49.95

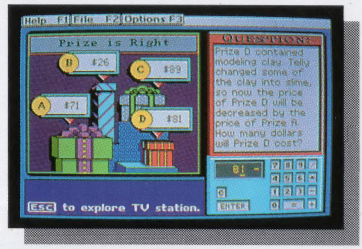
Super Solvers

OutNumbered!™

(Ages 7-10)

Builds math, thinking, and problem-solving skills

The Master of Mischief is changing all of Shady Glen's TV programs to his own boring shows! Use your own TV zapper, basic math skills, and best problem-solving skills to determine which room conceals the Master of Mischief's hideout.



IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box).....$49.95
Macintosh *New! In Color!*.....$59.95

NEW!

Operation Neptune™

Chilling deep sea adventure game requiring careful calculation and nerves of steel

As captain of the high-tech mini-sub *Neptune*, your mission is to save the world from a mysterious toxin from space that threatens all life. Taking calculated risks, you'll face dangerous and menacing sea creatures as you navigate near violent volcanoes and through deep ocean trenches. To navigate your mini-sub and complete your mission, you must rely on your math skills and more. Good Luck! We're counting on you!

- Unique game design combines real-life math problems, hints, and strategies with a fast action, adventure game.
- Multiple levels of challenge to play.
- Customize math problems to fit your own level.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box) $59.95

Ancient Empires!™

The action-adventure that challenges your strategic thinking

Famous treasures from the ancient civilizations of Greece, Rome, Egypt, the Near East, and China are hidden in caverns deep beneath the desert sands. Hoarded centuries ago by a thieving band of pirates, these priceless artifacts provide a valuable link to the past. Players must maneuver their way through intricate underground passageways, solve intriguing puzzles, fend off menacing cave creatures, and overcome many difficult obstacles in their mission to bring cultural riches to the light of day. To recover the treasures, they must use their high-tech tools as well as logic, problem-solving, and decision-making skills to discover the information they need about ancient civilizations.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box) $49.95

Think Quick!®

The adventure game that builds thinking skills for ages 7 & up.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box) $49.95

The student's easy-to-use programs for writing reports, outlines, newsletters, and more...

NEW!

The Writing Center™

Create high-impact output with a program that has been specifically designed to meet the writing and publishing needs of students, families, and social groups. Rich word-processing capabilities matched with powerful page layout features and over 220 color pictures facilitate the delivery of A+ results. This program will enhance reports in history, English, science, social studies, math, and more.

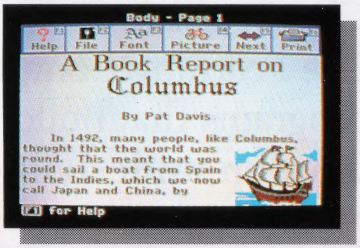
- Pictures can be easily picked up and placed anywhere on a document.
- Pictures resize, crop, rotate, and flip
- 100,000-word spelling corrector
- Imports ASCII text and PICT picture files
- Prints in color from any Macintosh, including black & white
- "Free" research/writing guide included

Macintosh $89.95

"Program of the Decade!"

The Children's Writing & Publishing Center™

Designed for ease of use, this program stimulates the natural creativity of young people, and makes the process of writing both fun and rewarding. Now young people can write, design, edit, and publish reports, letters, stories, and newsletters at home or at school with a program specially designed for them. Easy-to-use instructions and screen displays guide new users with each step. Combine text and pictures effortlessly—watch words automatically wrap around pictures that are placed in documents. Over 150 pictures can be added to beautifully illustrate documents. You can also import Print Shop and other compatible graphics.


Body - Page 1
Help
File
Font
Picture
Next
Print
A Book Report on Columbus
By Pat Davis
In 1492, many people, like Columbus, thought that the world was round. This meant that you could sail a boat from Spain to the Indies, which we now call Japan and China, by
F1 for Help

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box) $69.95
Apple II Series (5.25" or 3.5" disk versions) $59.95

Writer Rabbit®

Builds reading & early writing skills for ages 7-10.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box) $49.95

Check the Reference Guide Below for Your Hardware Requirements

Programs (Ages)	IBM®/Tandy & Compatibles	Macintosh®/Apple®
Reader Rabbit (Ages 3-6)	3,8	5,8,9,10,11
Reader Rabbit 2 (Ages 5-8)	1,6,7,14,15	N/A
Math Rabbit (Ages 3-7)	4,8	5,11
Treasure Mountain! (Ages 5-9)	1,6,7,14	N/A
Spellbound! (Ages 7-12)	1,6,7,14,15	N/A
Midnight Rescue! (Ages 7-10)	1,6,7	N/A
OutNumbered! (Ages 7-10)	1,6,7	5,8,10
Think Quick! (Ages 7 & up)	4,8	N/A
Operation Neptune (Ages 10-Adult)	1,6,7,14,15	N/A
Ancient Empires! (Ages 9-Adult)	1,6,7,14	N/A
The Writing Center (Ages 7-Adult)	N/A	5,8,10,13
Children's Writing & Publishing Center (Ages 7-14)	2,8,12	4,9,12
Writer Rabbit (Ages 7-10)	3,8	N/A

Notes on system requirements:

1. 512K **required**
2. 384K **required**
3. 256K **required**
4. 128K **required**
5. 1MB **required** Macintosh
6. **Requires** 640K for Tandy
7. Color monitor and graphics card **required**
8. Supports monochrome and all color monitors
9. Apple IIe/IIGS versions available
10. Hard Disk **required**
11. Talking version available
12. Dot matrix printer, black & white or color, **required**
13. Supports all printers in black & white or color
14. Supports Ad Lib and Sound Blaster sound cards
15. Supports Roland sound card

- All of the Learning Company's MS-DOS products are hard-disk installable and fully compatible with the IBM family, Tandy 1000 series, and other PC compatibles. Also note that both 5.25" and 3.5" disks are enclosed in each box and you can back up your program disk.
- **Satisfaction Guaranteed!** All programs from The Learning Company carry a no-risk, 30-day money-back guarantee.
- **Special Note to Educators:** The Learning Company also offers a complete line of School Editions. Call our School Division for more information.

Visit your nearest Learning Company dealer or call us toll free: **1-800-852-2255.**

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